

Fig. 2

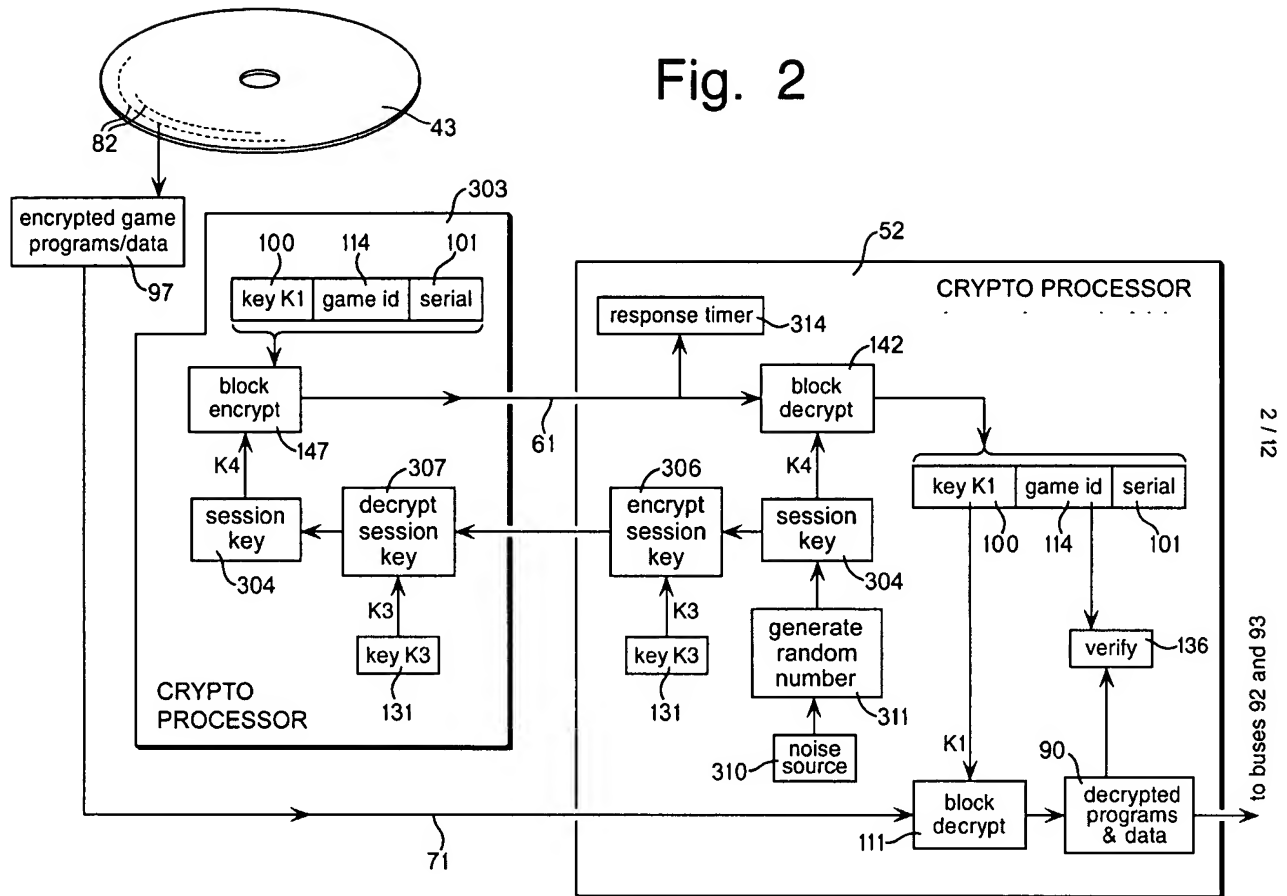


Fig. 3

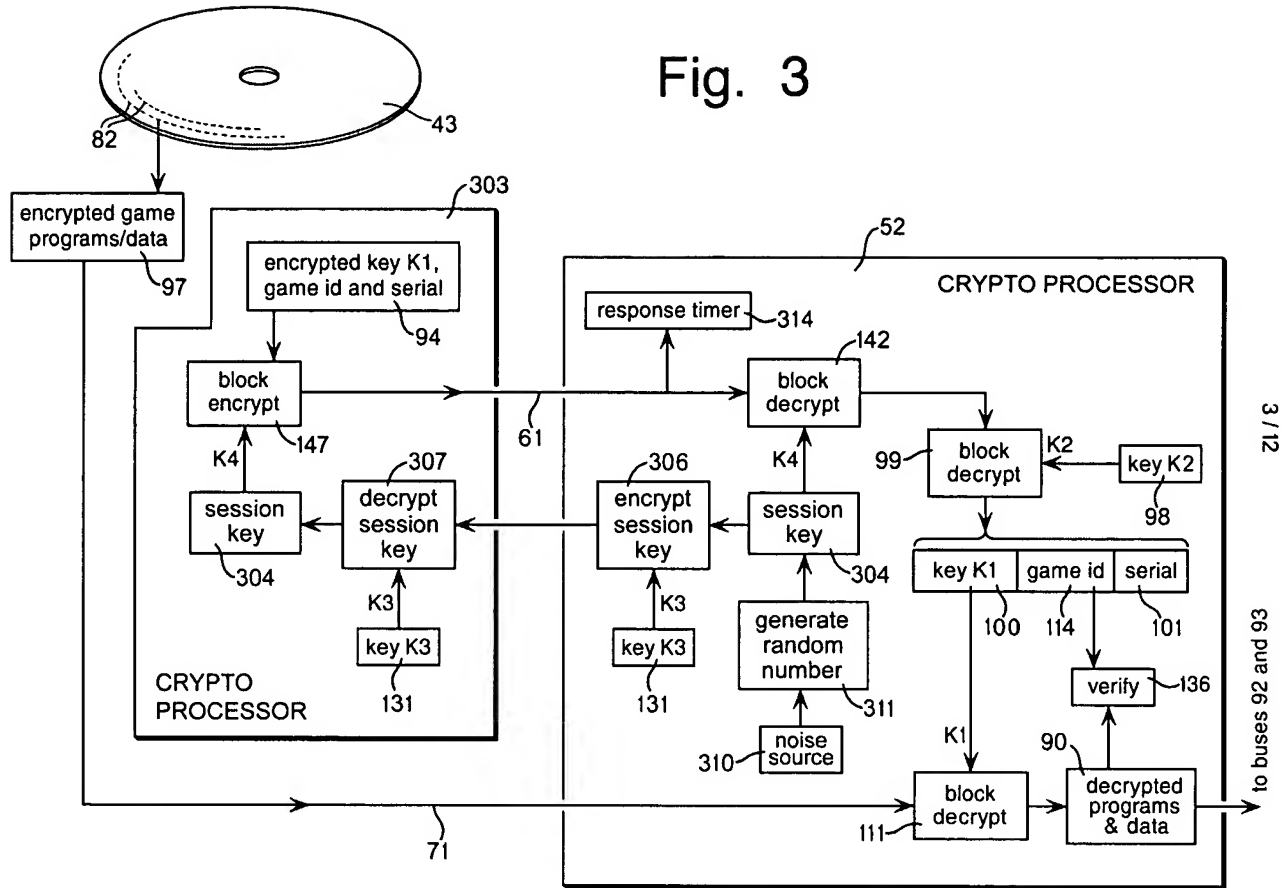


Fig. 4

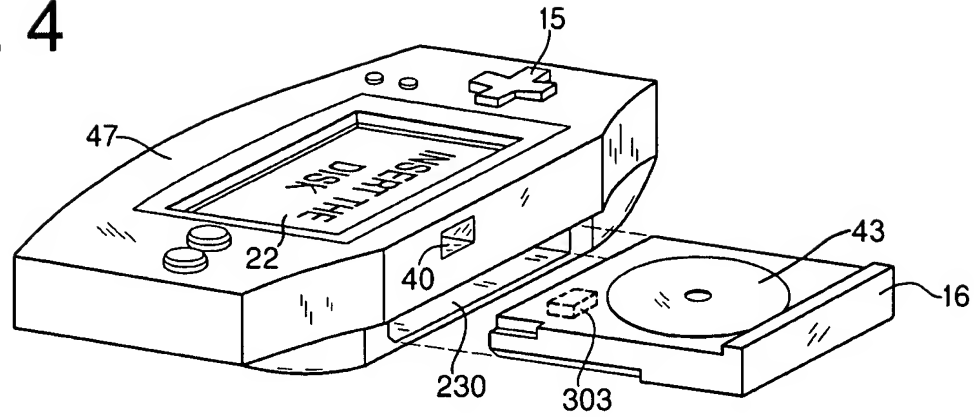


Fig. 4a

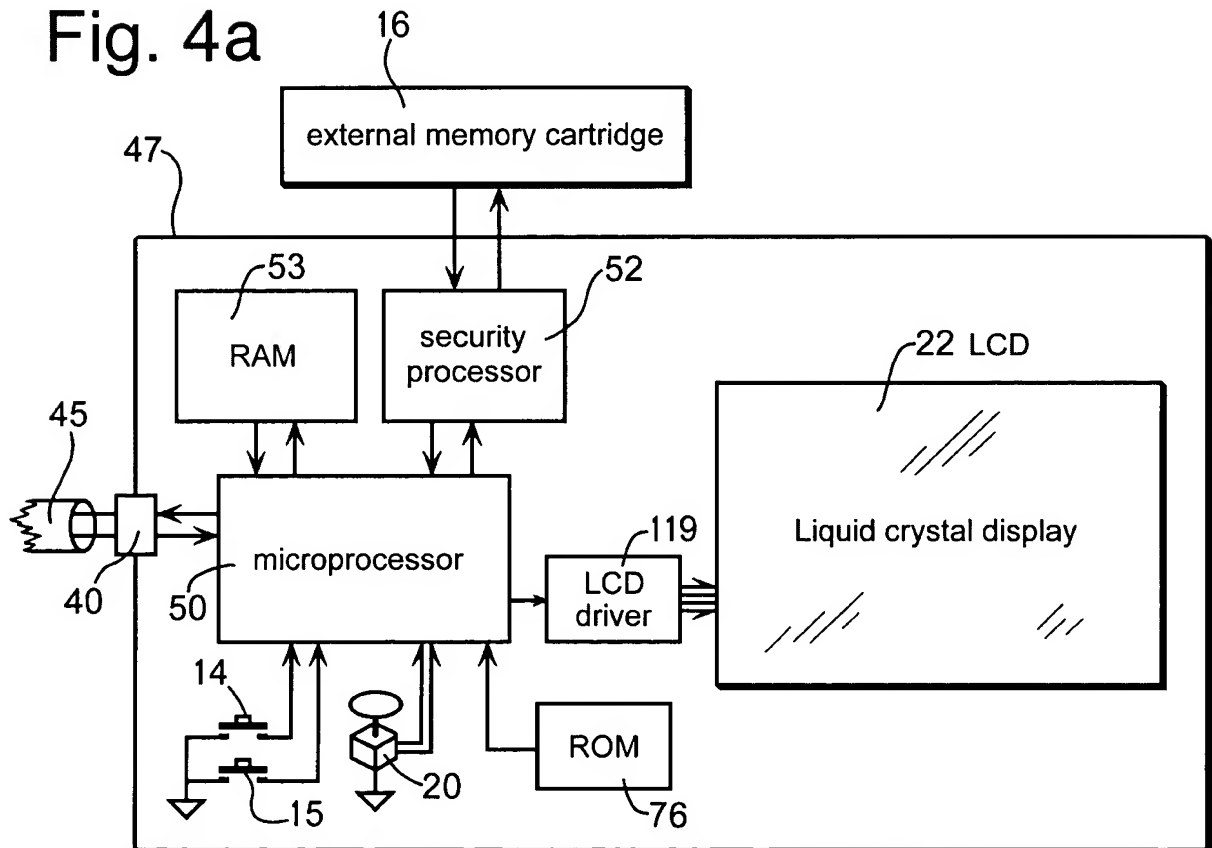


Fig. 5

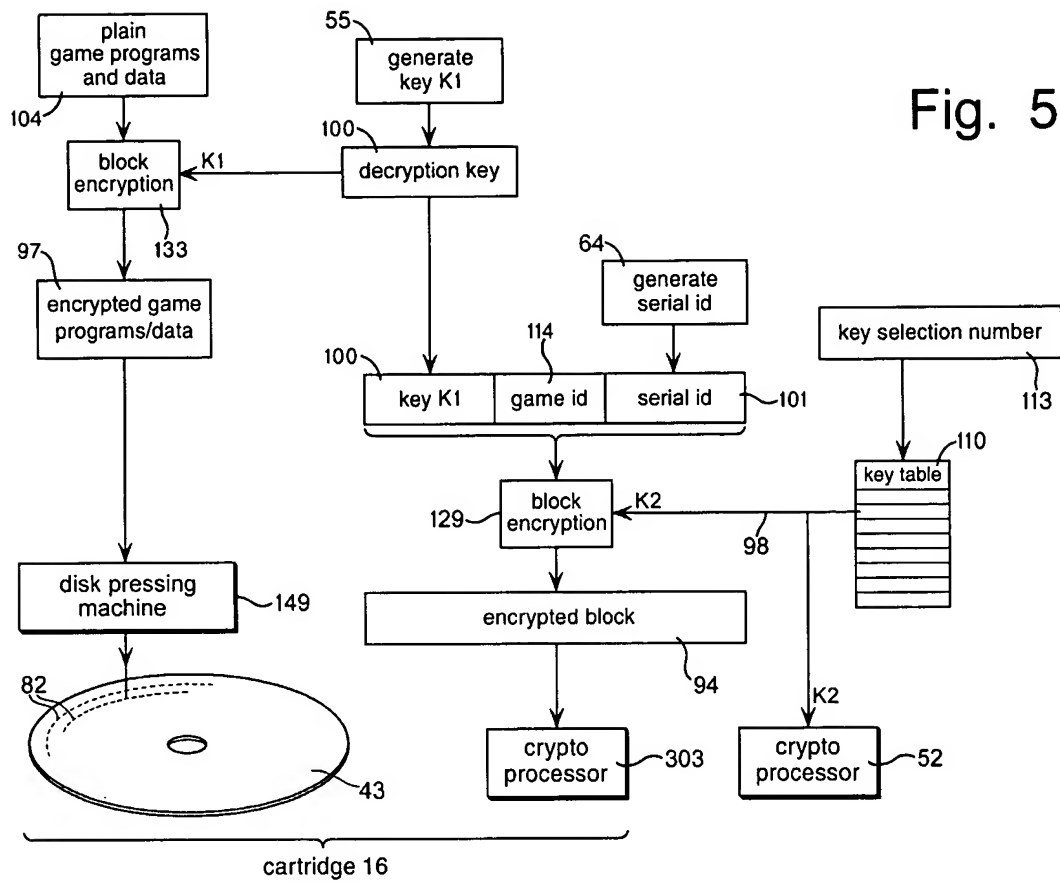


Fig. 6

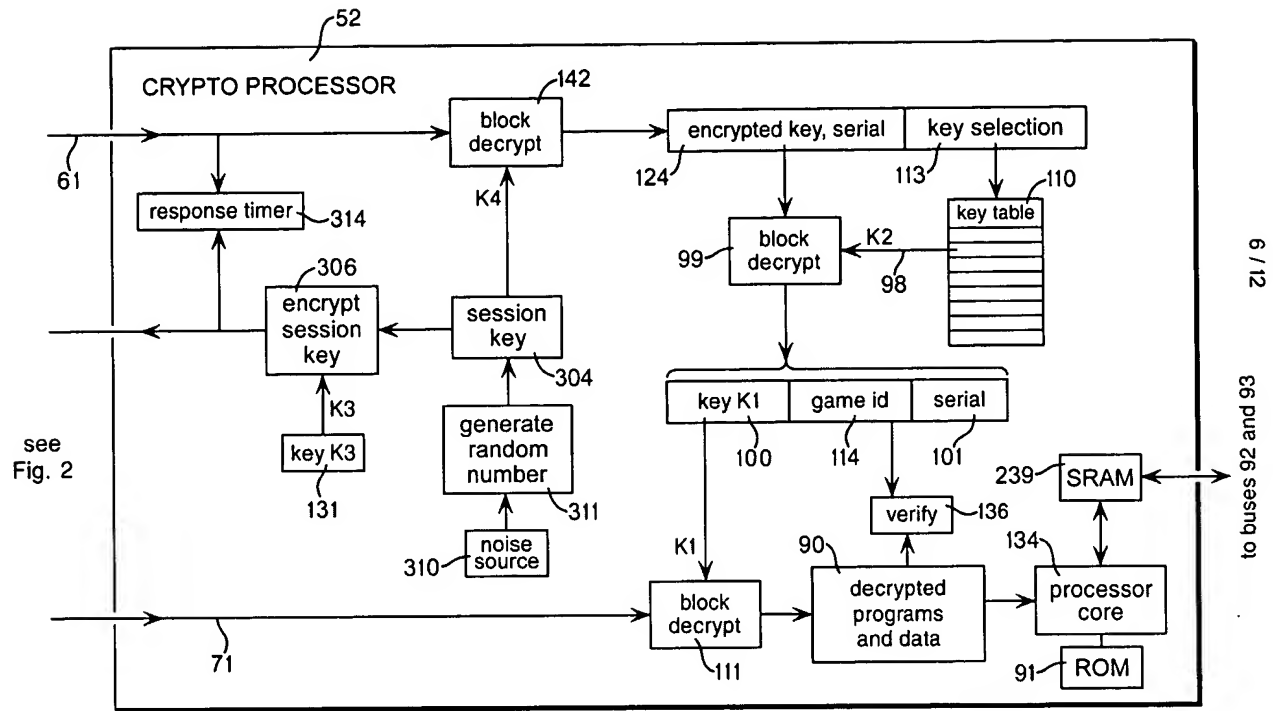


Fig. 7

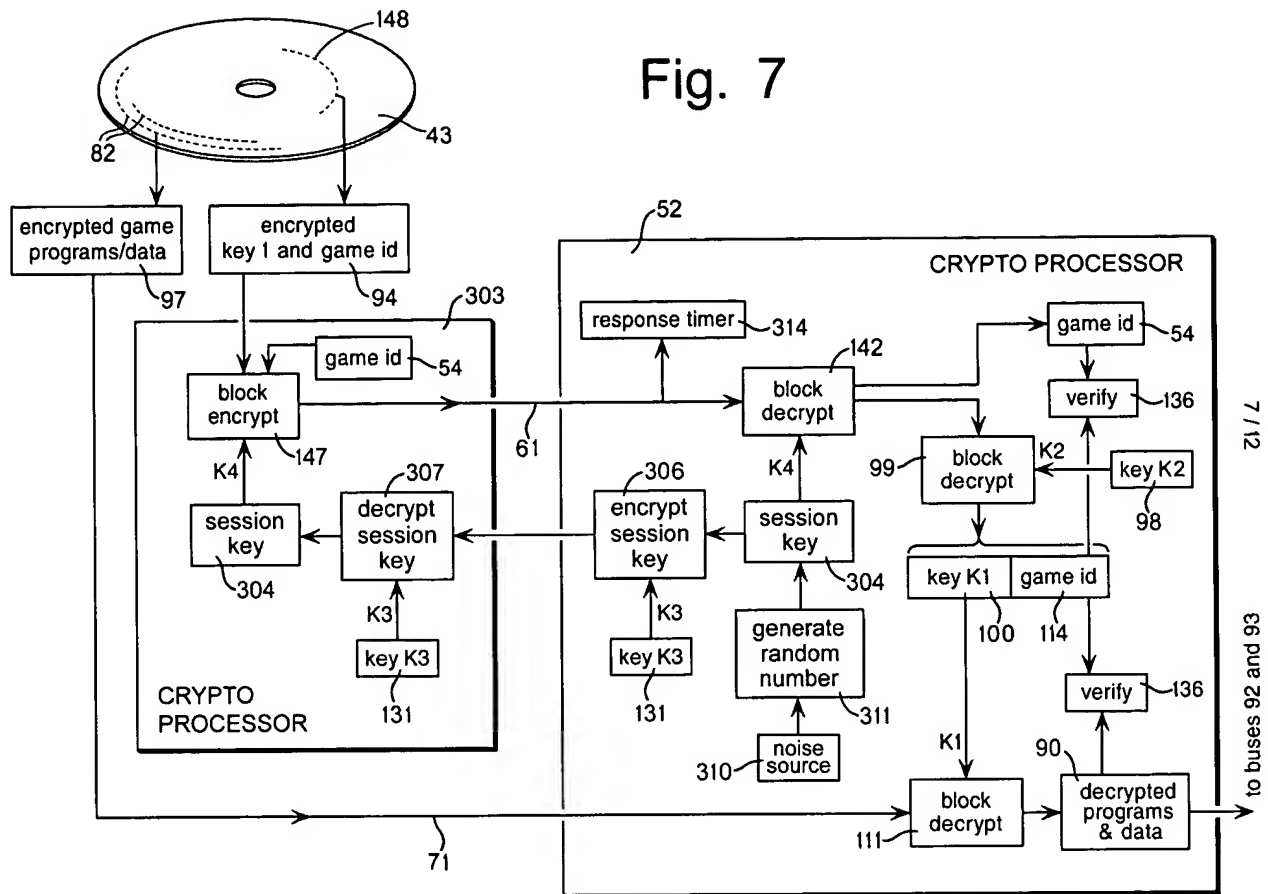


Fig. 8

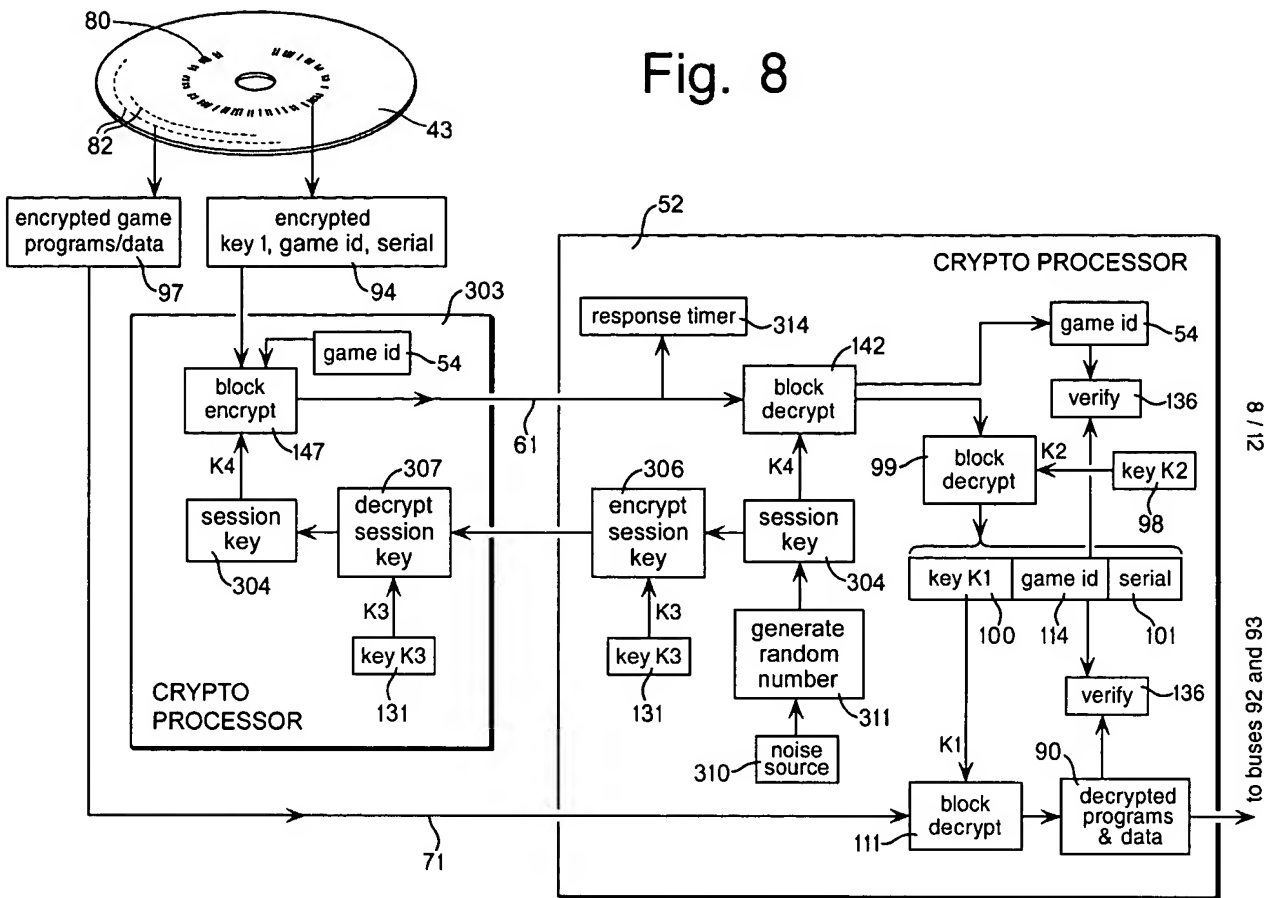


Fig. 9

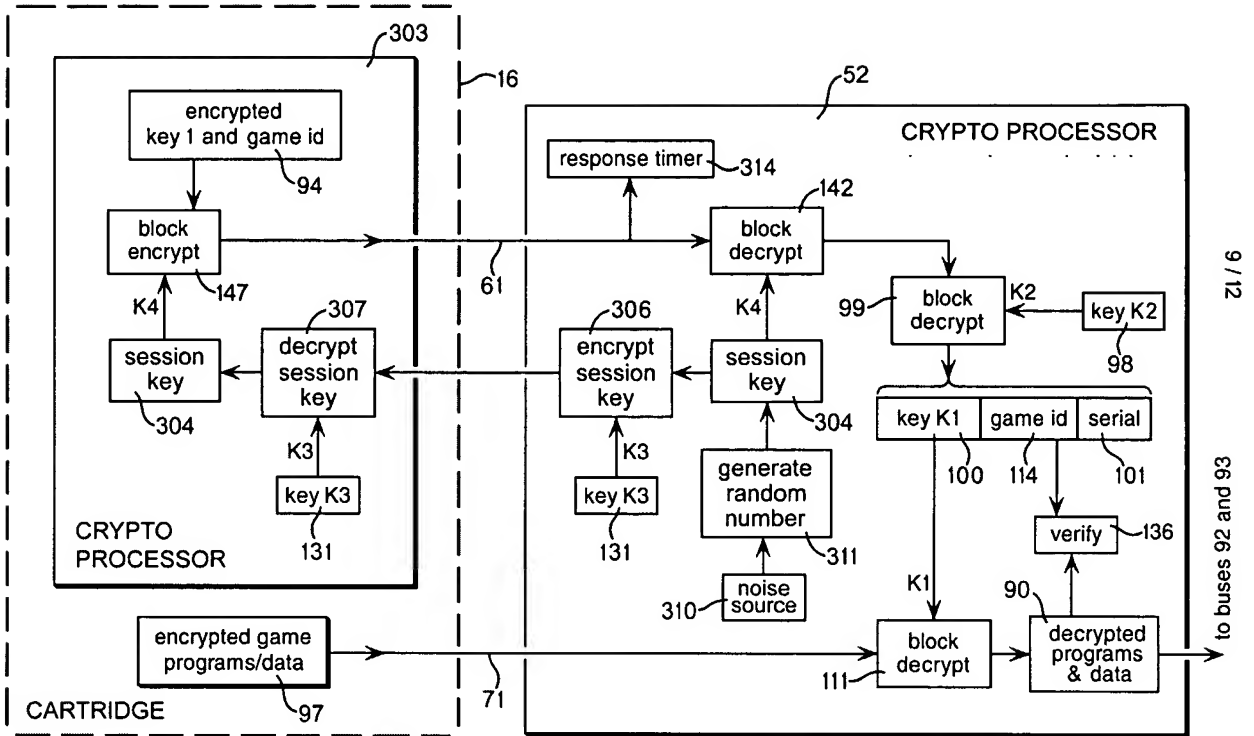


Fig. 10

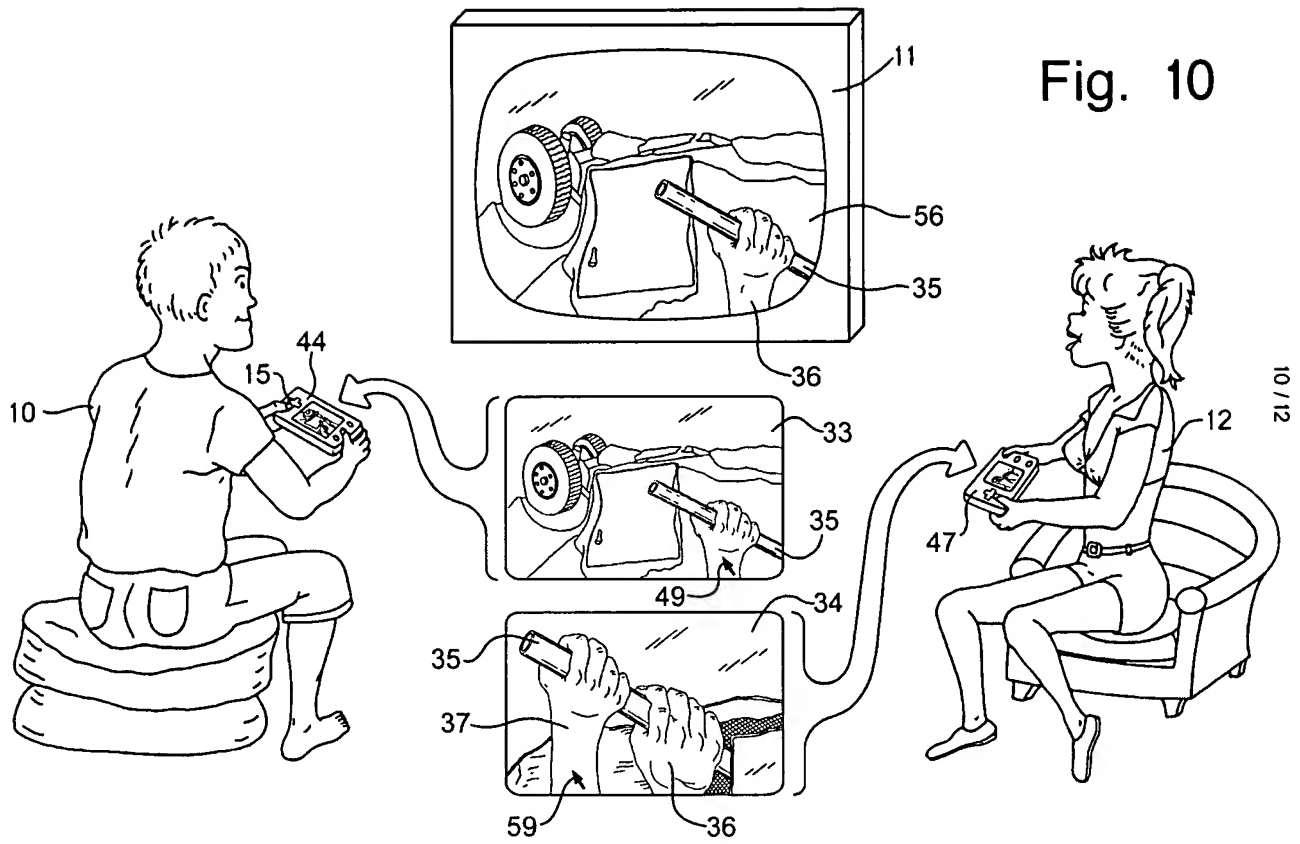


Fig. 11

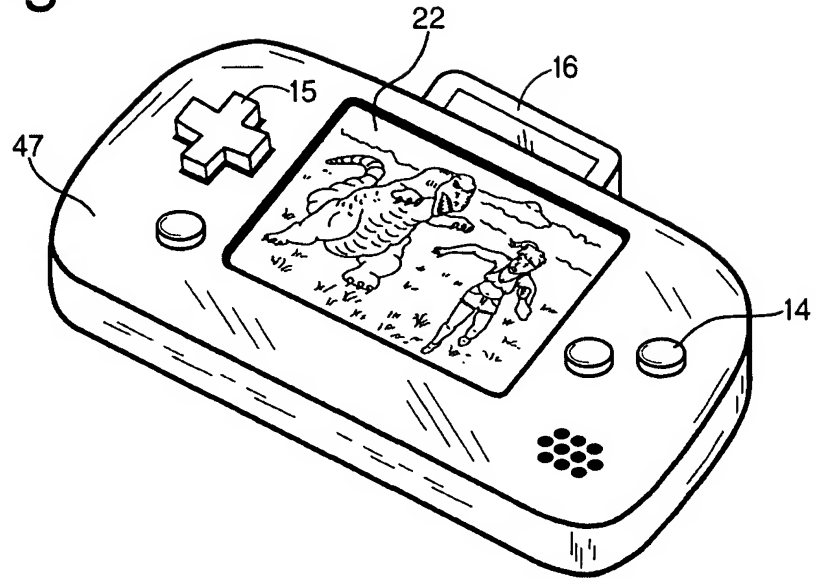


Fig. 12

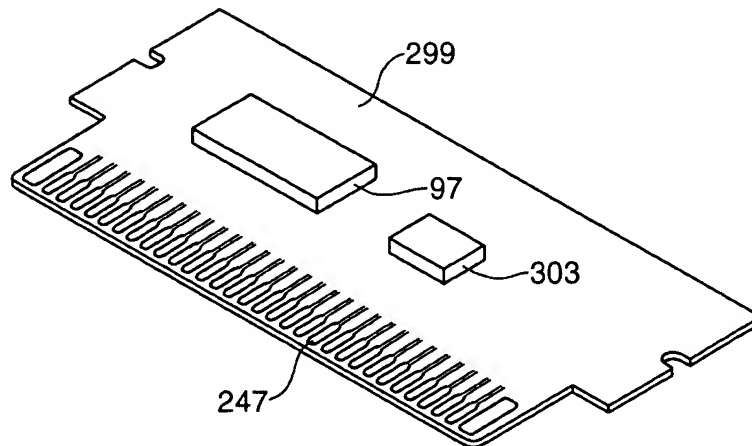


Fig. 13

in crypto processor 52

91

program for encrypting/decrypting a block of data
program for loading RAM 53 with program and data from disk 43
program for generating game data representing a player object
program for generating game data representing non-player objects
program for processing input control data from manual controls
program for verifying game identifier
program for generating random numbers
program for communicating with crypto processor 303
program for selecting keys
program for determining validity of response time
program for loading and executing decrypted program
program for communicating with processor 50
program for generating locations and directions of objects

Fig. 13a

in crypto processor 303

313

program for encrypting/decrypting a block of data
program for processing key selection and find bits of a key
program for sending data to and from cartridge processor 126
program for locating key bits among decoy bits
program for responding to processor 52 with a rapid bit stream
encrypted key K1, game identifier, serial number
key K3 scattered among decoy bits